

# THE ICE PRINCESS

A FUDGE Tale  
By Jonathan Snyder



## Introduction

It had stood at the top of the Tyraan mountains for as long as anyone could remember. Cold and evil in the blizzard swept jagged landscape of the mountain's plateau. For years the village of Snowyn had stood at the doorstep of the forbidden Frozen Gate and many terrors had issued forth.

The ruler of the City, King Tyron, has sent out a call to all adventurers in the land. A call for help of those who are brave, noble, and with a courageous heart for his daughter, the beautiful Princess Ewyna had be stolen by the evil Ice Golem that inhabits the interior of the mountain. King Tyron has grown old and heavyhearted since his daughter's disappearance fifteen years ago and wants to find a group of heroes who will brave the vicious caverns beyond the frozen gate and bring her back to him. The King has offered a great reward for the ones who bring him his daughter.

## SUGGESTED ATTRIBUTES AND SKILLS

Here is just a recommendation of Attributes and skills that are referenced in the story portion. Of course, the GM is more then free to modify what is used, add or remove attributes and skills that he so wishes.

### Attributes:

Strength,Agility,Awareness,Stamina, Magic Potential

### Skills:

Lore, detect traps, herbal knowledge

## STORY

The characters start out in the middle of a tavern around a table piled with food and ale. They have been discussing their plans to enter the Frozen Gate tomorrow and begin their search for the Princess and the Ice Golem. The fire burns in the hearth as the townsfolk and the adventurers huddle. The blizzard rages outside rattling the wooden shutters. The young woman **Loren** at the counter looks at the crew with curiosity and full of excitement.

If **Loren** has a positive reaction to the crew talking to her she will share the story of her great grandfather who journeyed in to the Frozen Gate and found a rare sword that he later gave to the King. She will also tell them that her great grandfather had to fight the undead of adventurers who died in the frozen gate to get it.

The adventuring group can explore the town that evening to find all the supplies they will need (**GM NOTE:** Depending on the GM's session of what he wants available)

The next day when they are ready to set out on their adventure, the inhabitants of the village come out and watch them as they march their way to the large looming entrance in to the mountain. Once inside, the large entrance slowly gets smaller until they finally come to a stone door that looks ancient. There are words that say "All who enter will face my wrath in chilling darkness". Below those words there are words that seem to shimmer and run away from the light.

A *Wizard* with at least a fair skill of clear the mind will be able to make the words appear. They are written by a wizard that proceeded them. They say, "The shadows hide what the light cannot see."

The door can be opened by anyone with **Great** strength or two or more people with **Good** strength pushing on the door. Once they enter the door will close on its own and seal them in.

The first room they come to is made of stone with ice chunks laying everywhere. A *Rogue* with **Good** detect trap skill will be able to see the little beam of light amidst the others that seemingly beams across their path. Breaking this light will cause the door ahead to close and allow to small stones in the wall slide back and release a **D6** amount of starving wolves in to the room. To step over it requires a **Fair** agility though a clumsy fault will hamper this.

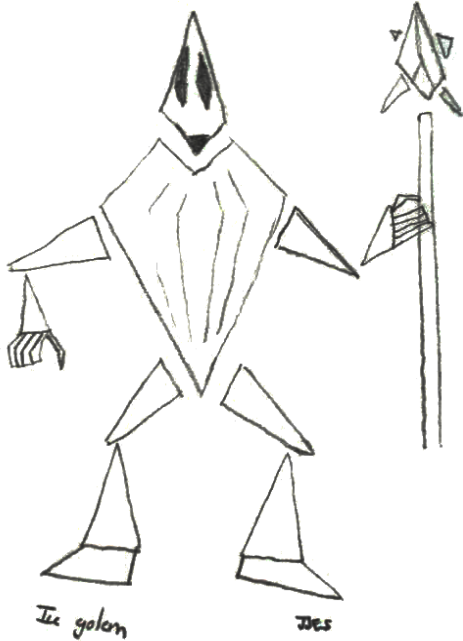


On the defeat of the wolves, the door will open back up again and they adventurers will hear a grating laugh echoing off the walls from deep inside the mountains. On searching this room, anyone with a **Great** awareness or a *Rogue* with **Good** awareness will notice the disturbed rocks piled in the far corner in the shadows. They will find a treasure chest that will take a **Good** hand at lock picking to open. On opening they will find a pile of gold with a severed head staring up at them with a look of horror on their frozen face.

If anyone removes and touches the head, a curse is secretly placed on that character that is of ghoulish fear. The next fight that he gets in to the character will see ghouls coming after him and his strength and agility will diminish by -1 every round. No other characters will see the monsters. The ghouls will not attack, but jump out and startle the player. Once this effect has been seen, a *Wizard* or an *Herbalist* with a **Good** magic skill will be able to deduce the curse and it will take a **Good** use of his power to lift it.

Entering the next room, they find it's a staircase that seems to be cut out of the rock and it goes down toward the darkness where red beady eyes stare up at them. On reaching the bottom of the ground they stand on stone floors where the smell of dead flesh and strange spices fill the air. *Wizard* with a Lore skill of at least **Good** will recognize the odor as ice Goblins. He will not be caught by surprise when the adventurers move forward and the Ice Goblins seemingly pop out of the walls and attack.

On defeating them, searching the remains will find the crude axes, a few gold pieces, and a bronze key. The hallway is littered with traps and it'll take a **Great** detect traps skill to keep ahead of them all. Near the end of the hall they come to a door that the bronze key will open. Inside are two treasure chests. The left one is booby trapped that if opened the person opening it will be struck by little poison darts while the others nearby will have to have a **Good** agility to dodge the darts.



The poison effects cause the mind to slowly get cloudy and sleepy as it is the Ice Golem's sleeping potion. PCs afflicted with this poison will lose -1 stamina every two rounds as they proceed on. Once their stamina drops below fair they must roll at least a **Mediocre** roll to stay awake. Failing to do so, the PC will stop where he is and nod off to sleep. An *Herbalist* or a *Wizard* with a **Good** healing skill will be able to wake them up.

The cure for the poison is heat against the skin like a torch. It will take a **Good** Lore of an *Herbalist* or a **Great** lore of a *Wizard* to know this.

The second chest is empty except for two gold coins, though a **Great** search of the chest will show a false bottom. In the false bottom is a tiny delicate necklace and a piece of parchment.

The parchment says: "He is slowly realizing the reason why his spells aren't working as well. I do not know if I can keep him from getting his hands on my necklace. This necklace has been in my family too long for it to fall to such a foul beast. Who of ye that found this, keep it as a memory of my poor soul lost to this creature. ~E"

The necklace is enchanted and it will lower any magic attack against the wearer by -2. A *Wizard* with at least a Magic Potential of **Fair** will see this.

Continuing down the hall they came to a giant cavern with a strip of stone stretching across the chasm to a large pedestal of rock in the center. Crossing the bridge will attract hungry bats that will swoop down at the players. To keep steady it will take a **Fair** agility though anyone that falls can grab on to the edge to be rescued (**GM NOTE:** This is the GM's call on how he wants to play this.)

Reaching the other side they will find a crystal where an amazingly beautiful woman dressed in Princess attire seems to be suspended in the air with light from the top of the mountain filtering down and covering her. She has a peaceful look on her face as she sleeps. Five statues of the Ice Golem surround her in admiration. Anyone who rolls a **Great** awareness will sense the ice Golem nearby.

Anyone reaching to touch the princess or the light tomb that holds her will awaken one of the statues. It is not really a statue, but the ice Golem itself. The adventurers will have to fight it.

The Ice Golem has a staff that he can attack with. He has the ability to generate a with frost magic as appropriate. If the GM is looking to really cause confusion, the Ice Golem with a **Great** roll on mind control can temporarily take control of a PC for

one round (or longer depending on the confusion the GM wants to create. Suggest giving Fudge Points to the player who helps the GM out with this).

Once wounded to defeat, it will plummet off the side of the stone island not before trying to grab one or more of the PCs and drag it with him.

Once it is gone, they will find that the magic light has subsided and the beautiful princess falls in to the arms of one of the closest PCs. She opens her bleary eyes and sweet smile crosses her face.

The heroes are awarded by the king with great treasures for saving his daughter, though as they leave the realm of the Frozen gate they will hear the scream of grief and anguish of the Ice Golem who has lost his precious prize for it had loved the princess and just wanted to admire her beauty.

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**Fudge** is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at <http://www.fudgerpg.com> and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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## ABOUT THE ICE PRINCESS ART

I have to give major thanks to Mulsiphix for going through and editing my horrible doodles and getting them to work well with this document.. Without him the horrible drawings we be more horrible they they are. Thanks, Mulsiphix!



**Name:** David Kirkland

**About:**

A young man in search of adventure who heard the call of the King and wishes to take a shot at rescuing what some say is the most beautiful Princess in the world.

**GM Notes:**

(Three Free Attribute levels, 15 free skill levels, one gift, one fault, no magic potential. No more than one superb, 2, great, 3 good, etc.)

**Attributes**

<b>Strength</b>	<i>Good</i>
<b>Agility</b>	<i>Good</i>
<b>Toughness</b>	<i>Fair</i>
<b>Reasoning</b>	<i>Fair</i>
<b>Perception</b>	<i>Good</i>
<b>Willpower</b>	<i>Fair</i>
<b>Charisma</b>	<i>Fair</i>

**Skills**

<b>Swordsman</b>	<i>Superb</i>	<b>Shield Use</b>	<i>Good</i>
<b>Pick Locks</b>	<i>Fair</i>	<b>Unarmed Combat</b>	<i>Good</i>
<b>Detect Traps</b>	<i>Great</i>	<b>Dungeon Lore</b>	<i>Fair</i>
<b>Running</b>	<i>Fair</i>	<b>Climbing</b>	<i>Mediocre</i>
<b>Nature Lore</b>	<i>Mediocre</i>	<b>Tactics</b>	<i>Fair</i>

**Gifts:**

*Danger Sense*

**Faults:**

*Ambitious*

**Name:** Narquine the Quiet

**About:**

Narquine is an old wizard who has lived in the snowy mountains for years. Living as a hermit and taking care of his ice gardens. Narquine is overtaken by the interest of doing something adventurous and so joins the quest to save the stolen princess.

**GM Notes:**

(Three Free Attribute levels, 15 free skill levels, one gift, one fault, magic potential. No more than one superb, 2, great, 3 good, etc.)

**Attributes**

<b>Strength</b>	Mediocre
<b>Agility</b>	Fair
<b>Toughness</b>	Mediocre
<b>Reasoning</b>	Fair
<b>Perception</b>	Fair
<b>Willpower</b>	Good
<b>Charisma</b>	Good
<b>Magic Potential</b>	Superb

**Skills**

<b>Spell Casting on Self</b>	Good	<b>Staff Weapons</b>	Fair
<b>Spell Casting on Others</b>	Good	<b>Animal Skills</b>	Fair
<b>Offensive Magic</b>	Fair	<b>Detect Lies</b>	Fair
<b>Defensive Magic</b>	Fair	<b>Herb Lore</b>	Fair
<b>Knowledge of Old Tales</b>	Fair	<b>First Aid</b>	Fair

**Gifts:**

Night Vision

**Faults:**

Curious